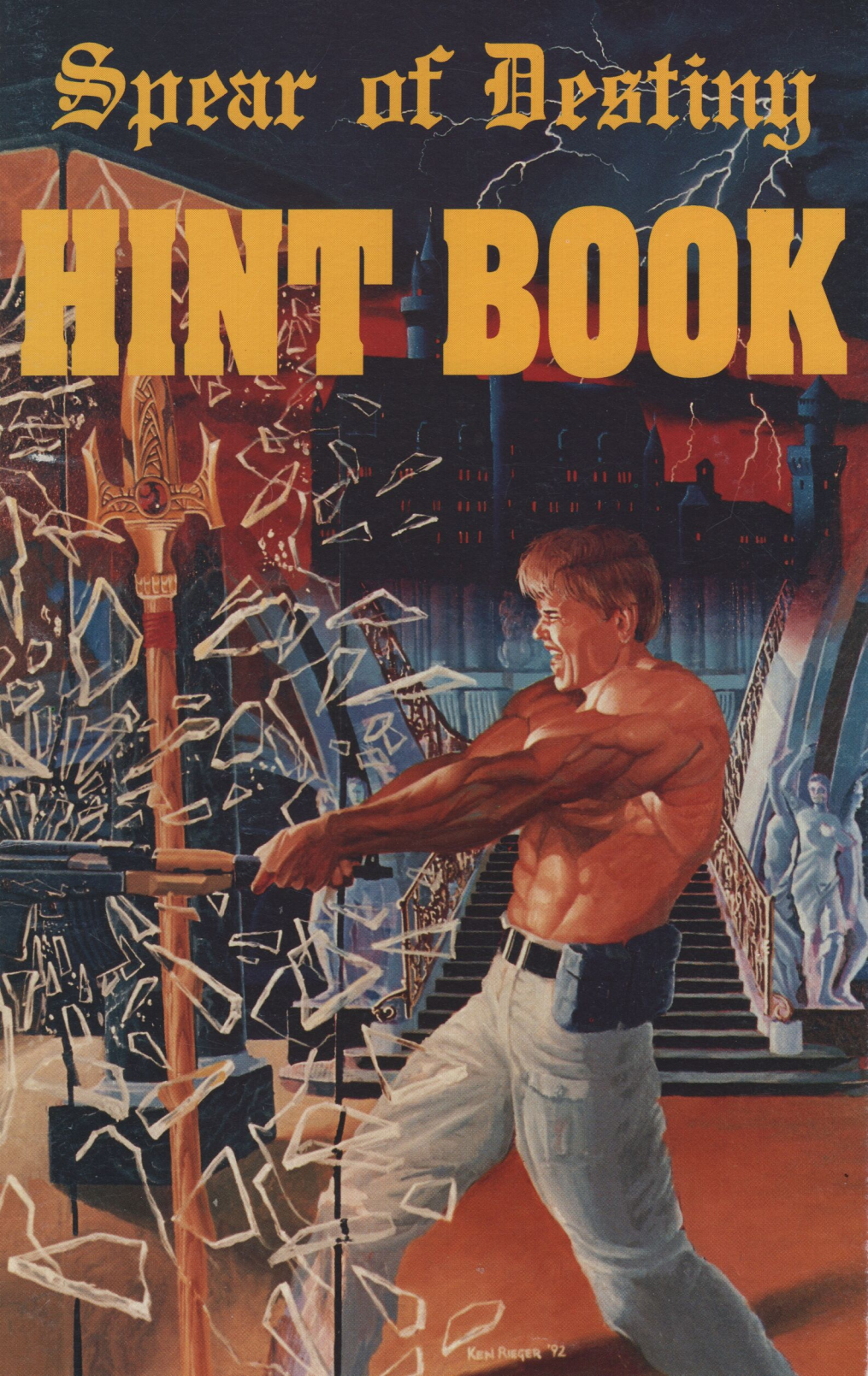
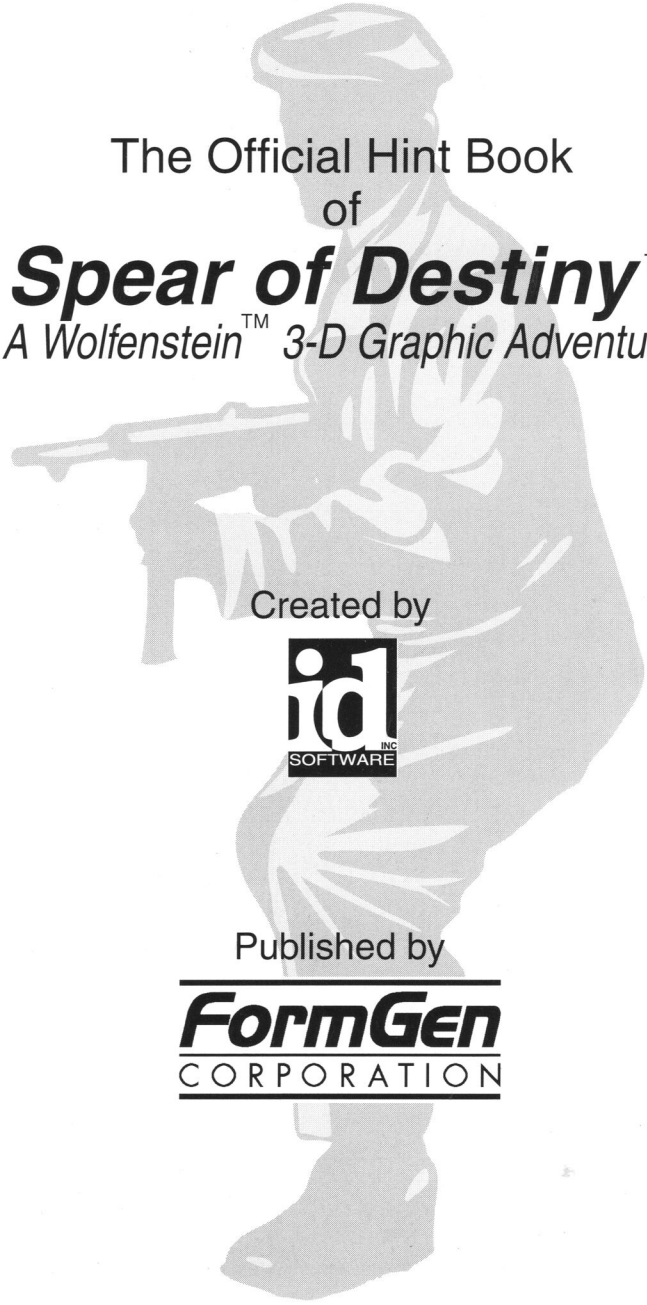
Spear of Destiny

HINT BOOK





The Official Hint Book
of
Spear of Destiny™
A Wolfenstein™ *3-D Graphic Adventure*

Created by

id SOFTWARE INC

Published by

FormGen
CORPORATION

Who Did What

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This is dedicated to Id Software for seeing the true level of my abilities, and hiring me anyway.

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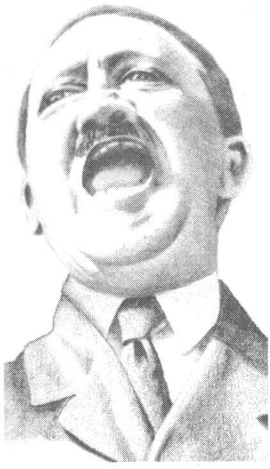


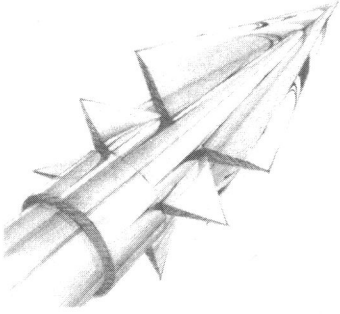
France...

Burned buildings and scorched countryside serve as an epitaph to a country destroyed by German lightning war. Now a frenzied Nazi people offer their obedience to their new Messiah. Never questioning the morality of their actions, they march forward with zealot conviction as entire cities are leveled by Hitler's war machine.

Those that survive are subject to the scheduled horrors of the Third Reich. Starvation, forced labor, and execution are their staple diet. Reprisals for insubordination are swift, as cities are crushed, and their beleaguered inhabitants summarily executed.

Meanwhile, Berlin dances to the requiem for a fallen France...

Meeting with the French Resistance

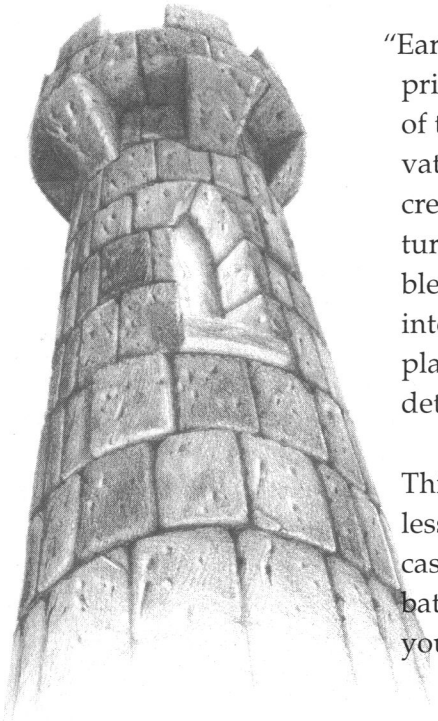


Hidden in an abandoned barn on the outskirts of a small French village, you meet with members of the French Resistance. With their assistance you hope to infiltrate Castle Nuremberg and retrieve the *Spear of Destiny.*

Leader of the French Resistance Jean Moulin paces the floor, as he adjusts the scarf that nearly conceals the scars across his throat. Captured and interrogated for covert activities, Moulin has first hand knowledge of the Nazi regime's brutality. He stops to stare out a nearby window as he describes your mission.

"I honestly believe that the Nazis have traded their soul for victory in a blood pact with their Führer. Hitler's control could only stem from Hell itself. Under the guidance of this madman a nation of thugs mindlessly feed off the suffering of others. I'm convinced that the *Spear of Destiny* is the source of Hitler's power. It must be taken, if we ever hope to end this bloodshed!"

Turning to face you, he continues, "However, I'm equally convinced that your mission is impossible. We'll get you into Germany, but you must enter the castle alone. I can't afford to send valuable men to their inevitable death. A soldier that would volunteer for this is either insane or invincible. Your battle record is proof of both!"



"Earlier this year we captured blueprints for the Nazi's reconstruction of the castle. They've installed elevators, heavy locked doors, and created numerous secret chambers, turning the castle into a impenetrable labyrinth. Combined with our intelligence reports and the original plans, we've been able to create a detailed schematic of the fortress.

This won't make the mission any less dangerous. Once you're in the castle, it will be a non-stop blood bath until the end. Here's what you're going to face..."

Wolfenstein Lore

The Story Behind the Spear

The story of the *Spear of Destiny* is a real-life account which begins with the death of Christ and ends with the fall of the Nazi Third Reich.

Today, the *Spear of Destiny* rests safely in a museum, but for centuries it was considered to be one of the most powerful Christian artifacts in the world.

As told by the apostle John, the Spear was used to pierce the side of Christ, while nailed to the cross. From that moment, the legend of the *Spear of Destiny* grew. It was a sign of God's favor and those who possessed it were invincible!

Through conquest or gift, the Spear fell into the possession of the Germanic people. There it remained for generations, as its leaders rode to victory with the Spear at their side. It became a symbol of German invincibility and prosperity.

However, with WWI German prosperity abruptly ended. The war shocked the world with images of young men crouched in mud-filled trenches, their faces concealed by gas masks, their bodies strewn across the scorched earth. Losing the war decimated Germany. Europe exacted extensive war reparations from a starving nation hoping that a strong Germany would never rise again. Among other national treasures, the *Spear of Destiny* was taken from Germany and placed in a museum in Versailles, where God's favor became a relic for the inspection of historians and tourists.

However, by the mid 1930's it was clear that Germany was finished paying and with the assistance of Adolf Hitler a strong Germany was rising once again. In return, the German people viewed their Führer as a savior, a role he readily accepted. Once with ambitions for priesthood, Hitler set his sights on loftier goals. For him, his will and the will of God became one. He was guided by Providence and the stage was set for a holy war!

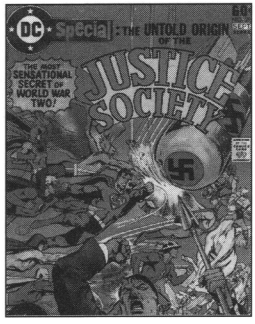
Compelled to bring himself closer to God, he quests for those Christian icons which would mandate his victory. The most important of which, was the *Spear of Destiny.* In 1939, while Nazi tanks rolled into

France, Hitler's armies retrieve the Spear and bring it to Nuremburg. Over the next five years, Hitler's bloody whims were unleashed upon the world, as millions die on battlefields and in concentration camps. And, with the Spear at Hitler's side, it appeared that the Nazis were invincible.

However, on April 28 Allied soldiers entered Nuremberg and take the *Spear of Destiny*. On that same day, Hitler committed suicide in his bunker in Berlin. The Third Reich ended.

The Sensational Secret!

The *Spear of Destiny* was part of the plot in DC Comic's Justice Society, no. 29.



It was billed as the "Most Sensational Secret of World War Two!" The issue was a DC special and not only used Hitler, the *Spear of Destiny*, a doomsday rocket, and a secret Nazi invasion into England as its plot devices, but revealed the untold origin of the Justice Society.

Who is B.J. Blazkowicz?

When we talk about B.J., the image below is who we have in mind. It was created by Id Software's computer artist, Adrian Carmack.

William Joseph Blazkowicz was born August 15, 1911, to Polish immigrants. Blazkowicz was a top spy for the Allied Forces, receiving the Congressional Medal of Honor and other accolades for his heroism.

"B.J.", (as he was called by his friends) married after World War II, at age 40, to Julia Marie Peterson. Their son, Arthur Kenneth Blazkowicz, became a television talk show personality in Milwaukee. For show biz purposes, Arthur changed his last name to Blaze. Arthur later married Susan Elizabeth McMichaels. They had one son (which they named after Arthur's father), William Joseph

Blazkowicz II, or as he signs his grade school homework, B. Blaze.

The History of Wolfenstein

In the early days of personal computing, a game was created that stood out in the crowd. It had digitized speech, seemingly intelligent enemies, and clever strategies for one to discover— incredible for a game at the start of the eighties. In it, you play an Allied soldier held prisoner in a Nazi castle. Another inmate gives you a gun he has taken from a guard. He's wounded and can't make it, but maybe you can. Also in the castle are the plans for Operation Rheingold! If you can escape with them, so much the better.

The name of this ground-breaking program was, of course, *Castle Wolfenstein*. It was produced by MUSE Software, written by Silas Warner. Silas himself provided the voices of the Nazis, with screams of "Achtung!" and "SS!" (The guys at Id got to meet Silas and discuss the original and the new version with him. He's a nice guy, and tall–he's 6'9"!)

A sequel, *Beyond Castle Wolfenstein*, dealt with the real-life attempt on Hitler's life. Your mission is to sneak in and put a briefcase with a bomb in it next to Hitler during an important meeting. Silas Warner had little to do with this sequel.

The Id guys were planning a new 3-D game with an alien invasion plot, when Id programmer, John Romero suggested they do a version of *Castle Wolfenstein*. It seemed a perfect match.

The Entire Story

Wolfenstein 3-D is Id's first 3-D action game, that has B.J. as the main character. In the game, B.J. is captured behind enemy lines and brought to the prison fortress, Wolfenstein. There he overpowers his cell guard and must escape from the castle. There are six episodes in all: *Escape From Wolfenstein; Operation Eisenfaust; Die, Führer, Die!; A Dark Secret; Trail of the Madman*; and *Confrontation*. Every episode can be received from *FormGen* at 1-800-263-2390.

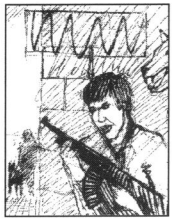
A Role-Playing Game?

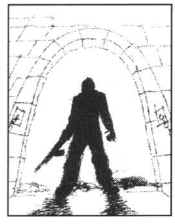
The *Wolfenstein 3-D* series was originally designed to be a more complex game. The programming for items such as dragging bodies, silent attacks, exchanging uniforms, etc., had already been com-

pleted. However, these intricate actions slowed the game's pace. In the case of *Spear of Destiny*, fast action and role playing made for a bad marriage. Going back to the drawing board, Id decided to make the gameplay as fast and furious as possible, limiting the number of game controls to what could be accessed on a mouse or joystick. This resulted in a more heart pounding shoot-em-up adventure.

The Creation of a Cover

The cover illustration for *Spear of Destiny* was designed and created by the talented illustrator, Ken Rieger. Ken created the cover illustration for Id's original *Wolfenstein 3-D* and for the *Commander Keen* adventure, *Aliens Ate My Baby Sitter!* Ken worked closely with Jim Perkins, VP of *FormGen* to develop a design which embodied the concept of *Spear of Destiny*. The sketches that follow illustrate other ideas for the cover.





Hints and Strategies

Once you're in the castle, the combat will be fierce. Let's go over a few rules of combat etiquette that will help you survive when the battle gets rough!

Get a Gallon of Gibs-To-Go!
When severely injured (less than 10% health), you can regain strength by eating piles or puddles of viscera, commonly referred to as "gibs" or giblets. Torture rooms, prison areas, and kennels are the best places for finding floor slop. Remember, "pride goeth before a fall," and sometimes you have to be a real blood 'n' guts soldier!

Sneaky Keys and Hidden Halls
The Nazis don't like walking across a crowded dungeon any better than you do! Often, there is a hidden door in or near the room where a key is located. This hidden door can reveal a safer (and much shorter) passage than the one you travelled to reach the key.

Cheaters Never Prosper!
You know about the MLI keys. Much like a gift from above, pressing MLI will provide you with

both keys, 99 ammo, 100% health, and a chaingun. What you may not realize is that MLI adds 10 minutes to your time and reduces your score to zero. You'll never make a top score pressing MLI.

Shoot 'Em in the Back!
That's right! Quickly take advantage of the opportunity to surprise a guard and shoot him in the back. "War is no place for manners." A bullet in the back will cause double the damage.

Shooting Their Mouths Off!
When Nazi guards hear your shots, often they'll bark a warning. This can work to your advantage. Shoot outside a doorway and count the voices from beyond the door. Warning: This is not always effective. Some SS and Officers are trained to keep their mouths shut, and Mutants never make a sound.

Big Guns Chew Ammo
If you're low on ammunition you should use the machine gun instead of the chaingun. Get used to switching weapons quickly. A room full of brown shirt Guards can be easily dispatched with a machine gun, but a room full of SS requires more fire power.

Never Fight a Two-Front Battle
Attempt to keep your fire-fight localized to a single entrance. If there are two or more doors into an area only open one. Then step back and wait for the guards to come to you.

Head Over Heals
If you are near several sources of health (food or first aid kits) during combat, move to them and attempt to attract the enemy to you! Stay on top of the sources of health and slowly move over them as the fight progresses.

Be A Mouse-Key-Teer
Using the keyboard and mouse together is a must for advanced play. The mouse is a more exact tool for movement than the keyboard. Use the Up Arrow and Right Shift keys to run like lightning through long corridors.

Ten Levels and a Wake Up
Although you can finish the game in 18 floors, there are two secret floors which can be reached by hidden elevators. The secret floors are more difficult than other floors, but are filled with treasure.

A Good Soldier Secures the Area
Clear a room or corridor of every-

thing before searching for secret passages. Guards will come from nearby passages and sneak behind you. A close range attack can kill you in one or two shots.

Don't Dally in the Doorway
Never stand in a doorway when you're engaged in a fire-fight. Your peripheral vision is poor and your attention is focused on your target. The best way to enter a doorway is to open the door and back up. To spot possible enemies within the room, slide left to right while the door remains open.

Waste Not, Want Not
Killer dogs and Officers will run from left to right in the hopes that you'll shoot and miss. Don't fire until you move close enough to tag 'em with relative efficiency. Quickly shoot when they pause to attack you!

Elevators Are For Everyone!
Don't become accustomed to seeing the elevator as a sanctuary. Often you'll be surprised by a Guard or SS! In the more difficult floors, several guards may be positioned in the freight elevators.

The Castle Maps

Here are the blueprints to Castle Nuremburg, revealing the location of treasure, ammo, health, secret passages, elevators, and guards.

From various sources we've been able to piece together the Nazis' duty roster. It is important to note that many of the guards have fixed areas they patrol, but will often leave their post to pursue you. This means that though they begin their rounds at a specific place, you may not be able to find them there once the combat begins.

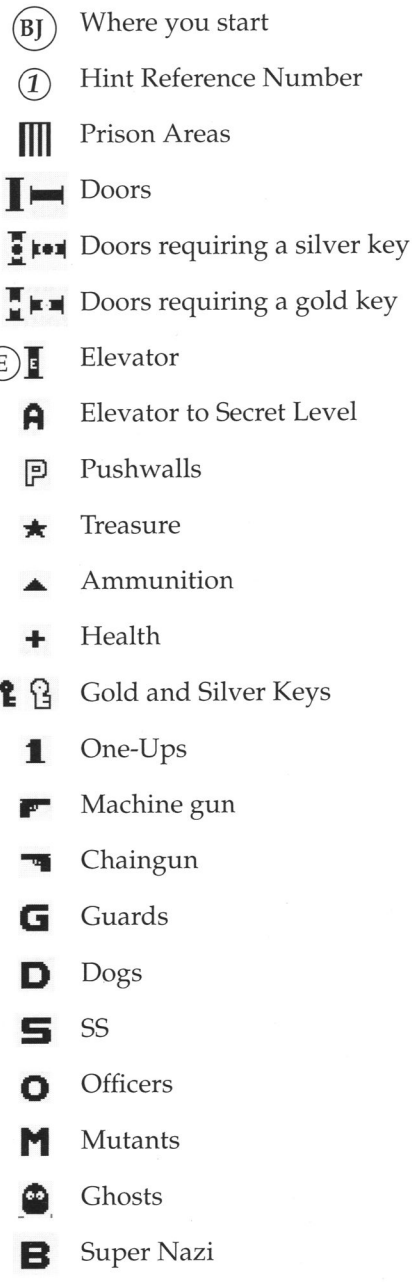
Below each map is a description of how to progress from the beginning to end of the floor. Pay careful attention to this information. We've studied the blueprints to devise the most effective plan of attack, providing hints on avoiding the enemy, using special passages, finding weapons, etc. The information also provides a short description of the floor, the fastest path to the elevator, all of the secret paths, ammo stores, health caches, treasure troves, and tips for completing the level.

The castle is divided into five sections—tunnels, dungeons, main castle, ramparts, and the secret floors. Each area is increasingly difficult with more complex floors and challenging opponents. The exit to each section is guarded by a Super Nazi that Hitler has transferred here to protect the Spear. These opponents are extremely tough, sport more than the normal army issue equipment and wear heavy body armor.

In these specially guarded areas we provide information to assist in defeating the Super Nazi, entitled "Beating the Boss." This information will assist in navigating within the floor, as well as fighting the Boss at the end of each section.

The number of guards on each floor varies with the level of gameplay. The maps provided show the guards for the Death Incarnate play level. Not all of the guards shown are on the lower levels of difficulty.

The Key to the Map

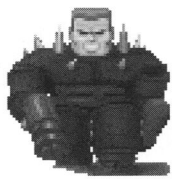


The Tunnels

You'll enter the castle through the tunnels. Built centuries ago as an extension of the dungeon, this moss covered labyrinth is now being reconstructed by the Nazis to house ammunition and stolen treasure. The tunnels are the least guarded area in the castle, however, their meandering corridors and vine-covered paths can make combat difficult. They are primarily guarded by German shepherds and Guards.

Once on the attack, German shepherds will move directly toward their prey. A single bullet will bring down a killer dog. However, they are trained to quickly dodge during an attack, making them difficult to shoot. Don't waste your bullets on dogs until they are at close range.

Guards are the grist for the Nazi mill, but can be an effective force if fighting in groups. They wear no body armor and can be brought down in a single shot. Carrying only a pistol, their firepower isn't menacing. Guards are slow to react and must stop to take aim before shooting, making them particularly vulnerable to a machine gun attack. Using the chaingun on these fellows is really a waste of good lead.



The tunnels end at floor five. Guarding the exit to the tunnels is **Trans Grösse.**

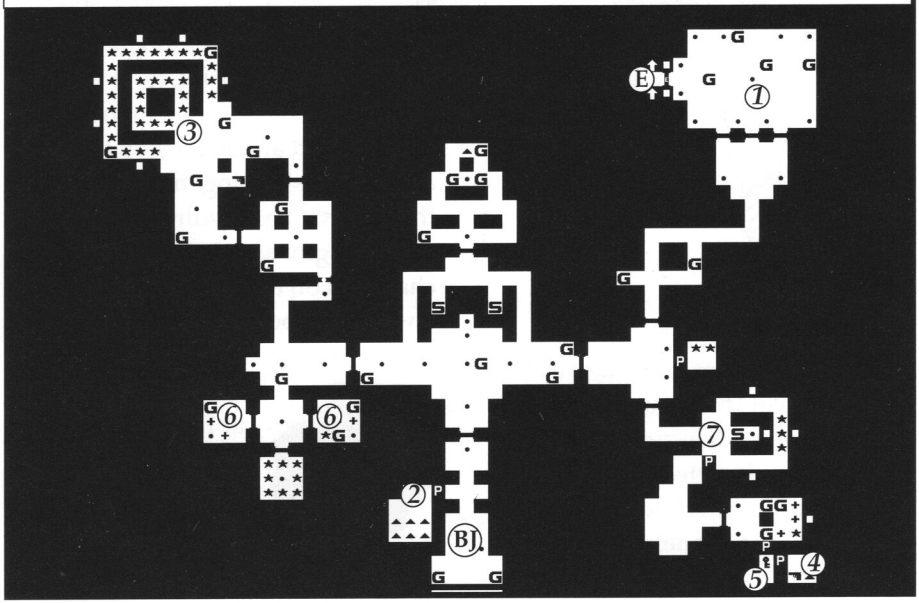
Trans (pronounced TRAHNZ) is so tough he chews up lead bars and spits out bullets.

Make sure you're packing plenty of ammunition and a chaingun before you face Trans. He's a heavily armored, two-fisted gunman that wields dual chainguns delivering more firepower than you can withstand in a toe-to-toe bullet battle.

Too Many Id's

After choosing our name, we found that there is also a chain of women's clothing stores named "id." And of course, there's the Brant Parker/Johnny Hart comic strip, "The Wizard of Id." And in the movie "Forbidden Planet," the Id Monster attacks people. We named our company Id for four reasons:

1. The primary reason for our name is to represent that part of the psyche which we hope our games appeal to the most. Look in Webster's under "id" and "pleasure principle."
2. Also, Id is an acronym for "In Demand," a slogan of sorts in one of Id's first games.
3. Next, it was similar to the name of a previous incarnation of our company.
4. Finally, the Garg in Keen One, our first shareware game, was sort of the Id incarnate.



Floor 1: Entrance to the Tunnels

Thick vines conceal the entrance to the Tunnels. It's a short trip to the elevator, but there's secrets for the thorough adventurer.

Fast Path: 1.

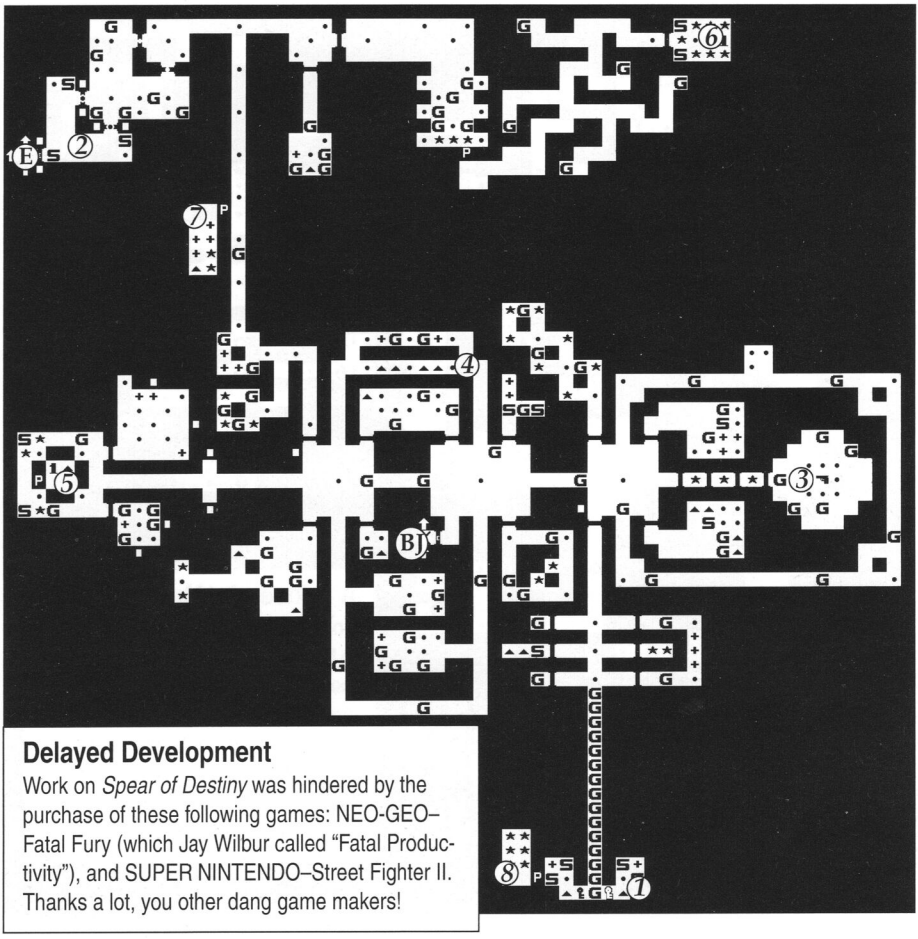
Secret Path: 2, 5 *(gold key)*, 3.

Awesome Ammo Stores: 2, 3 *(chaingun)*, 4 *(chaingun)*.

Helpful Health Caches: 6, 7.

Titanic Treasure Troves: 3.

Tips: *Get the ammo at (2), the chaingun at (4), then leave.*



Delayed Development

Work on *Spear of Destiny* was hindered by the purchase of these following games: NEO-GEO–Fatal Fury (which Jay Wilbur called "Fatal Productivity"), and SUPER NINTENDO–Street Fighter II. Thanks a lot, you other dang game makers!

Floor 2: Corridors of Confusion

These moss-covered walls will have you going in circles. Two wall decorations save the observant from wandering aimlessly.

Fast Path: 1 *(gold & silver key)*, 2.

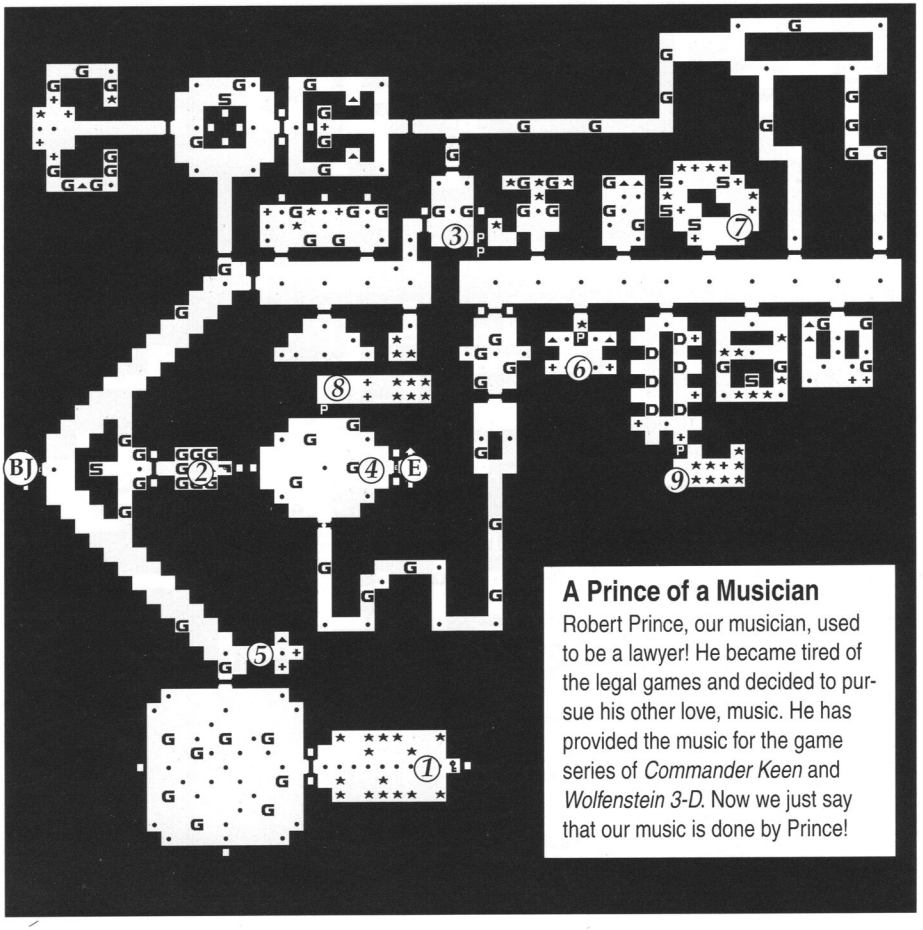
Secret Path: 1 *(gold & silver key)*, 6, 2.

Awesome Ammo Stores: 3 *(chaingun)*, 4, 5.

Helpful Health Caches: 5 *(1-Up)*, 6 *(1-Up)*, 7.

Titanic Treasure Troves: 6, 8.

Tips: *Get the chaingun at (3), the 1-Ups at (5) and (6), the keys at (1), then quickly get to the elevator.*


BJ
1
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E
A Prince of a Musician
Robert Prince, our musician, used to be a lawyer! He became tired of the legal games and decided to pursue his other love, music. He has provided the music for the game series of *Commander Keen* and *Wolfenstein 3-D*. Now we just say that our music is done by Prince!

Floor 3: Cave-In!

It would be a fairly short journey to the elevator if the roof hadn't caved-in! The Nazis set up a door in front of a formerly-secret passage, so you'll have to take the long way...unless you find the secret passage next to the cave-in!

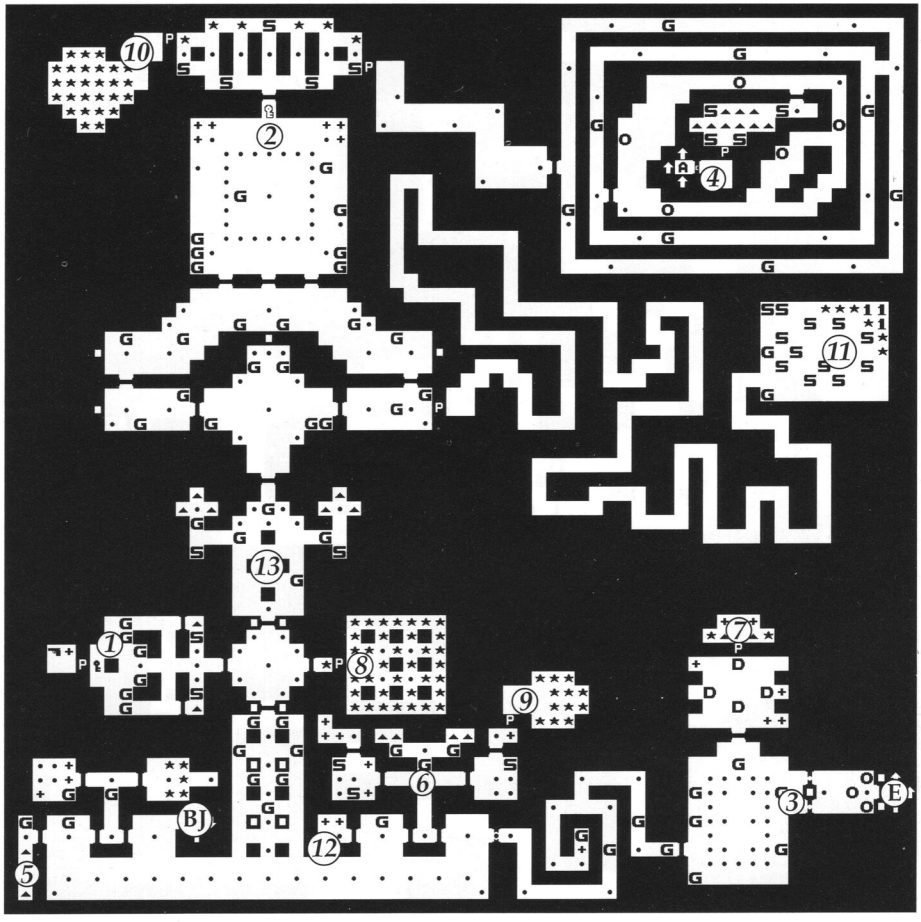
Fast Path: 1 *(gold key)*, 3 *(secret passage)*, 4.

Awesome Ammo Stores: 2 *(chaingun)*, 5, 6.

Helpful Health Caches: 5, 6, 7, 8.

Titanic Treasure Troves: 1, 8, 9.

Tips: *If you've got the bullets, get the chaingun at (2), then the rest of the level is fairly easy to blaze through.*



Floor 4: Fortune and Glory

There's lots of treasure in these tunnels, plus an elevator to the Secret Tunnel Floor! (See page 34)

Fast Path: 1, 2, 3.

Secret Path: 1 *(chaingun)*, 2, 4 *(secret elevator)*.

Awesome Ammo Stores: 1 *(chaingun)*, 4, 5, 6, 7, 13.

Helpful Health Caches: 1, 9, 12, 11 *(three 1-Ups!)*.

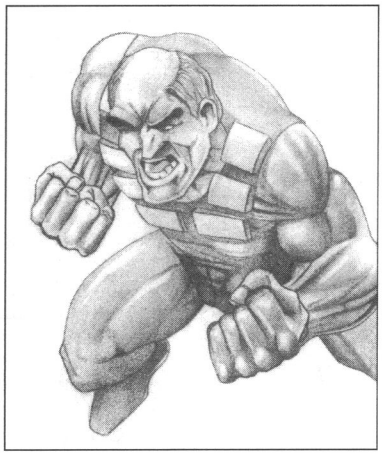
Titanic Treasure Troves: 8, 9, 10, 11.

Tips: *Get the chaingun (1) and fill up on bullets, then go get the 1-Ups. The spread out ammo and health makes for many different ways to play the level. Try dashing to (12) if you start the level with low health.*

Floor 5: Guardian of the Dungeon Door

The incredible Aryan Trans Grösse blocks the path to the dungeons of Castle Nuremberg.

Beating the Boss: (1) holds a chaingun, (10) if you have tons of bullets and no health, be careful at (12), or the SS will shoot you in the back! Stop at (2) for ammo, run to (3) for health. The boss will see you, so trick him by taking the secret way out, stopping for extra treasure at (7) if you wish. Now open up (4) and get filled up on ammo, checking the gold at (8) and (9). Don't fall for the death trap at (13). With the health and ammo areas open, peek out and shoot, peek out and shoot from behind obstacles in rooms (5) and (6).



The Dungeons

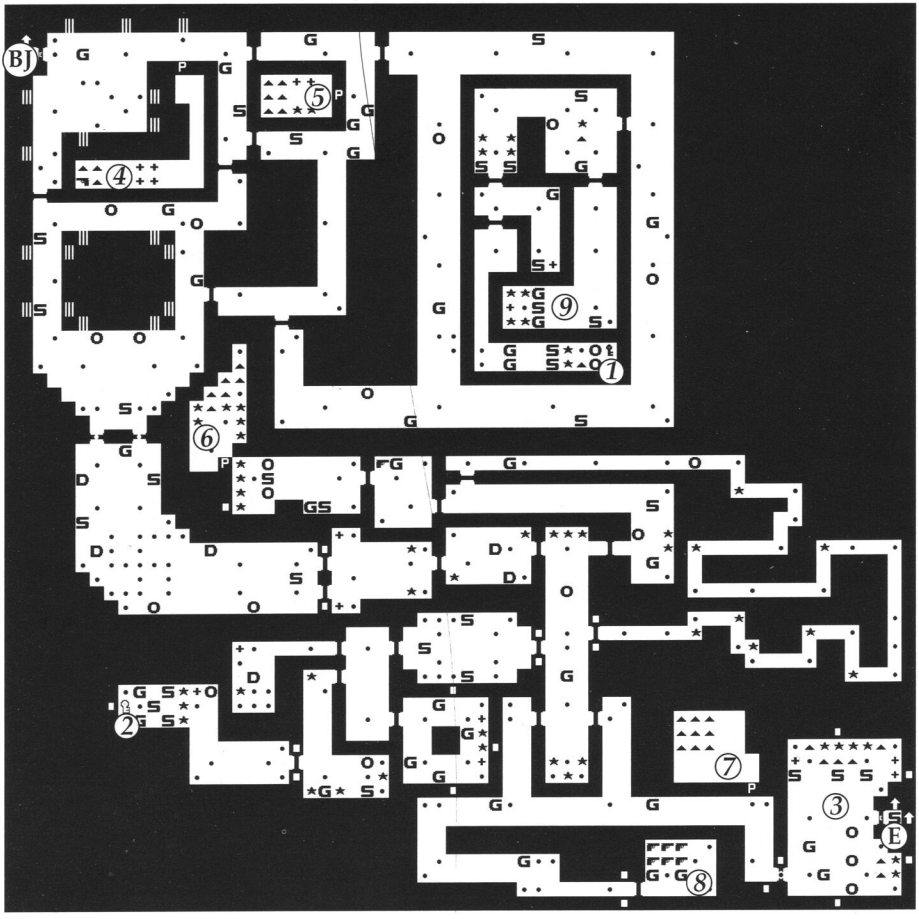
Upon entering the dungeons you'll notice the extensive network of prison cells. Centuries ago, this area housed some of the most notorious criminals in German history.

The cells have been long since emptied due to their poor condition. However, according to our intelligence reports, some of the more nostalgic Nazis, mostly the SS, enjoy tossing their victims into an old cell during torture time. After the dogs finish off the questioning, the SS like to proudly display their victim's remains in old cages which hang from the ceiling—a morbid perspective on interior dungeon decorating.

The SS are well-trained and can rarely be surprised. Wearing bullet-proof vests and carrying a machine gun, the SS are difficult to bring down and pack a heavy punch. If an SS shoots you at close range, the encounter will be very brief.

Along with the SS are a number of Officers. They can rarely be surprised, and are swift, sagacious fighters. Officers will move to the left and right as they fire, making them difficult to hit as well as draining you of ammunition. An Officer's weapon of choice is a pistol. They wear light vests and can take about half the damage of an SS guard. Don't underestimate their abilities. In close quarters combat, these guys will make life miserable and short!

The final dungeon level is floor ten, guarded by **Barnacle Wilhelm**. This salty dog barks a missile launcher/chaingun welcome from his weathered fists. Don't rub his fur the wrong way! The combination of fast attack and long range devastation makes Barnacle difficult to defeat.



Floor 6: Dungeon Depths

Wander through the cavernous prison area, the labyrinthine brick hallways and perhaps you'll find your way out—if they don't get you first!

Fast Path:1 *(gold key)*, 2 *(silver key)*, 3.

Awesome Ammo Stores: 4 *(chaingun)*, 5, 6, 7, 8.

Helpful Health Caches: 3, 4, 9.

Titanic Treasure Troves:3, 6, 9.

Tips: *Take your time and calmly clear out each area, starting with the prison area. Make sure you get the ammo in (7) before going into (3).*

MLI Mystery

You're familiar with the cheat keys MLI? MLI actually stands for Machine Language Interface, a term from the Apple II's ProDOS operating system. The programmers at Id Software started their careers on the Apple II and speak of ProDOS with much reverence.

Floor 7: Winding Dungeons

This area has two major areas—the prison area and the stone dungeon area. One loud noise in the stone area and you've written your death warrant!

Fast Path: 1 *(gold key)*, 2 *(silver key)*, 3 *(normal elevator)*.

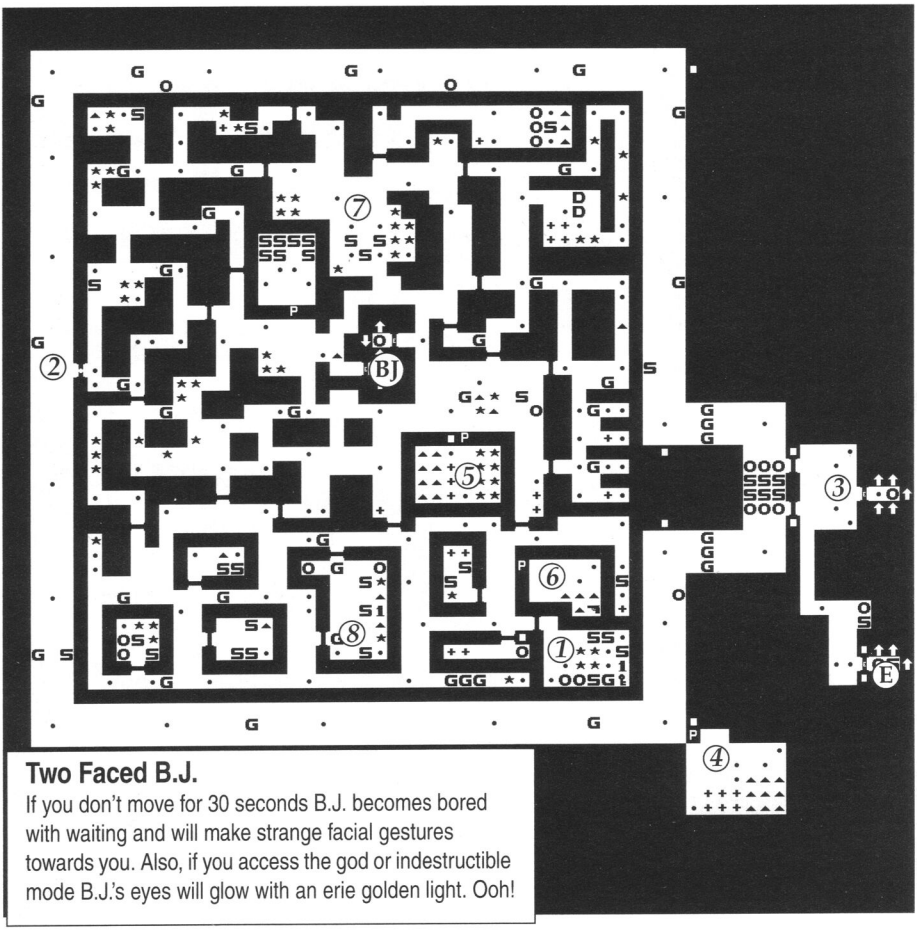
Secret Path: 1 *(gold key)*, 2 *(silver key)*, 7 *(secret elevator to level 8)*.

Awesome Ammo Stores: 4 *(chaingun)*.

Helpful Health Caches: 5, 6 *(1-Up)*, 7 *(1-Up)*.

Titanic Treasure Troves: 6.

Tips: *If you work your way quickly through this level, you won't have too much trouble. But hang around and you'll be the main attraction!*



Two Faced B.J.

If you don't move for 30 seconds B.J. becomes bored with waiting and will make strange facial gestures towards you. Also, if you access the god or indestructible mode B.J.'s eyes will glow with an erie golden light. Ooh!

Floor 8: Guard Post

This is where things get serious in a hurry. There's no place like this elsewhere in this game-one noise and the floodgates fly open!

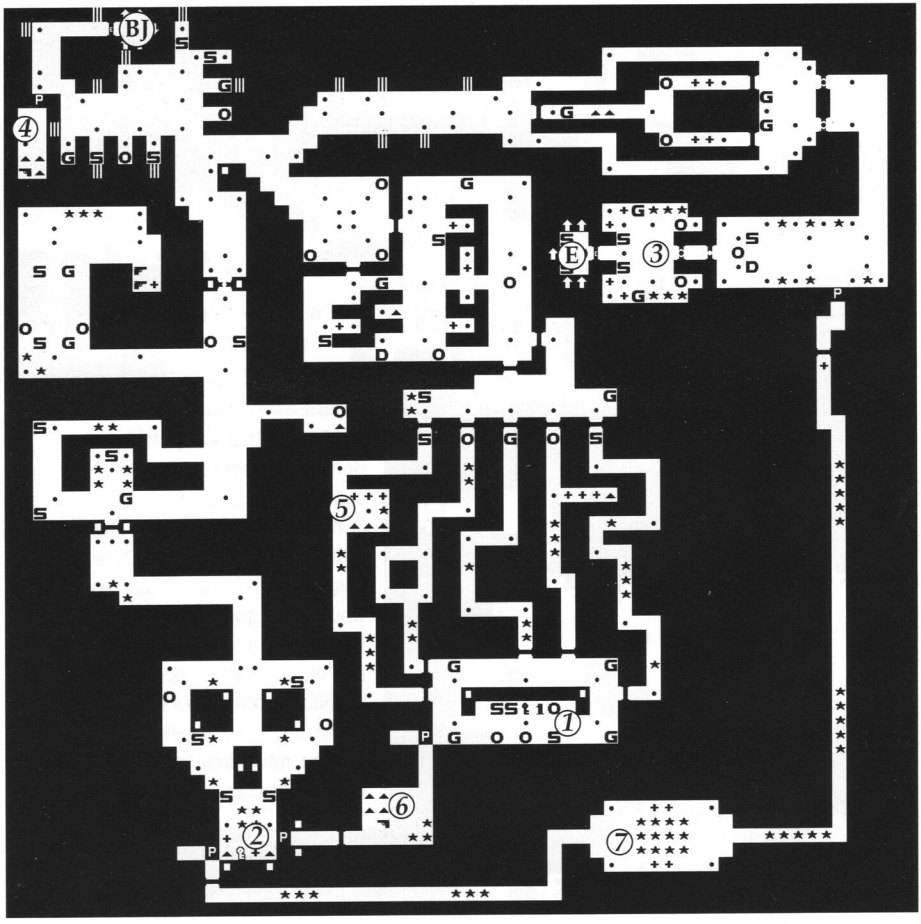
Fast Path: 1 *(gold key)*, 2 *(locked door)*, 3.

Awesome Ammo Stores: 4, 5, 6 *(chaingun)*.

Helpful Health Caches: 1 *(1-Up)*, 4, 5, 8 *(1-Up)*.

Titanic Treasure Troves: 5, 7.

Tips: *If you're not constantly pushing through this level, you'll end up surrounded in a VERY short time. If you're Death Incarnate, this should be a minor distraction.*



Floor 9: Main Dungeon

This level is neatly divided into three easy pieces which you must conquer one after another. Some new tricks are pulled here, signaling to you that things won't be getting any easier!

Fast Path: 1 *(gold key)*, 2 *(silver key)*, 3.

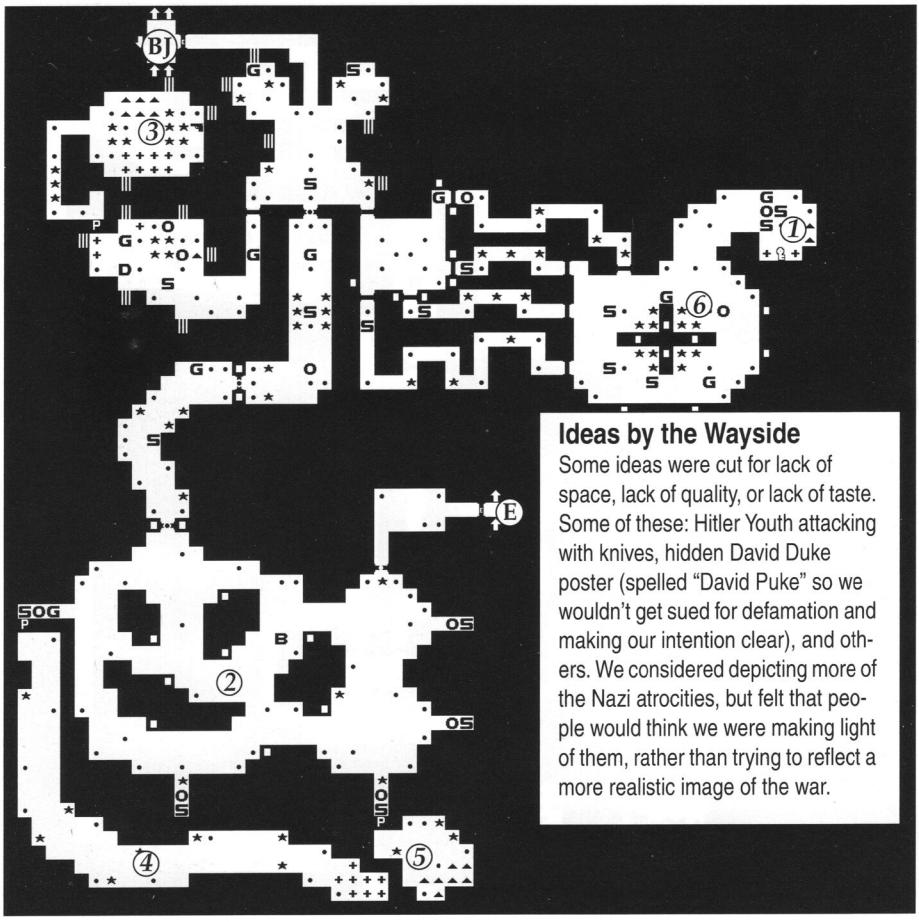
Secret Path: 1 *(gold key)*, secret path to 2, secret path to 3.

Awesome Ammo Stores: 4 *(chaingun)*, 5, 6 *(chaingun)*.

Helpful Health Caches: 1 *(1-Up)*, 5, 7.

Titanic Treasure Troves: 2, 3, 7.

Tips: *This level is quite a challenge if you don't take the secret path through it. Watch out especially for the 5-door area preceding area (1).*



Ideas by the Wayside

Some ideas were cut for lack of space, lack of quality, or lack of taste. Some of these: Hitler Youth attacking with knives, hidden David Duke poster (spelled "David Puke" so we wouldn't get sued for defamation and making our intention clear), and others. We considered depicting more of the Nazi atrocities, but felt that people would think we were making light of them, rather than trying to reflect a more realistic image of the war.

Floor 10: Barnacle Wil the Jailer

Guarding the passage between the dungeons and the castle is Barnacle Wilhelm, the salty dog that runs the jail. Watch out—his missile launcher packs a lot of punch!

Fast Path: 1 *(silver key)*, 2 *(Barnacle Wilhelm)*.

Awesome Ammo Stores: 3 *(chaingun)*, 5.

Helpful Health Caches: 3, 4.

Titanic Treasure Troves: 3, 6.

Beating the Boss: *When you're in Wilhelm's lair, try to finish off all the officers and SS that are standing guard in the cubbyholes, then you can safely dodge and take pot-shots while avoiding those deadly missiles!*

The Main Castle

The main castle floors are the most extensively developed area of the entire Nuremburg Castle. Continue with caution, its small chambers and corridors make combat difficult and confusing.

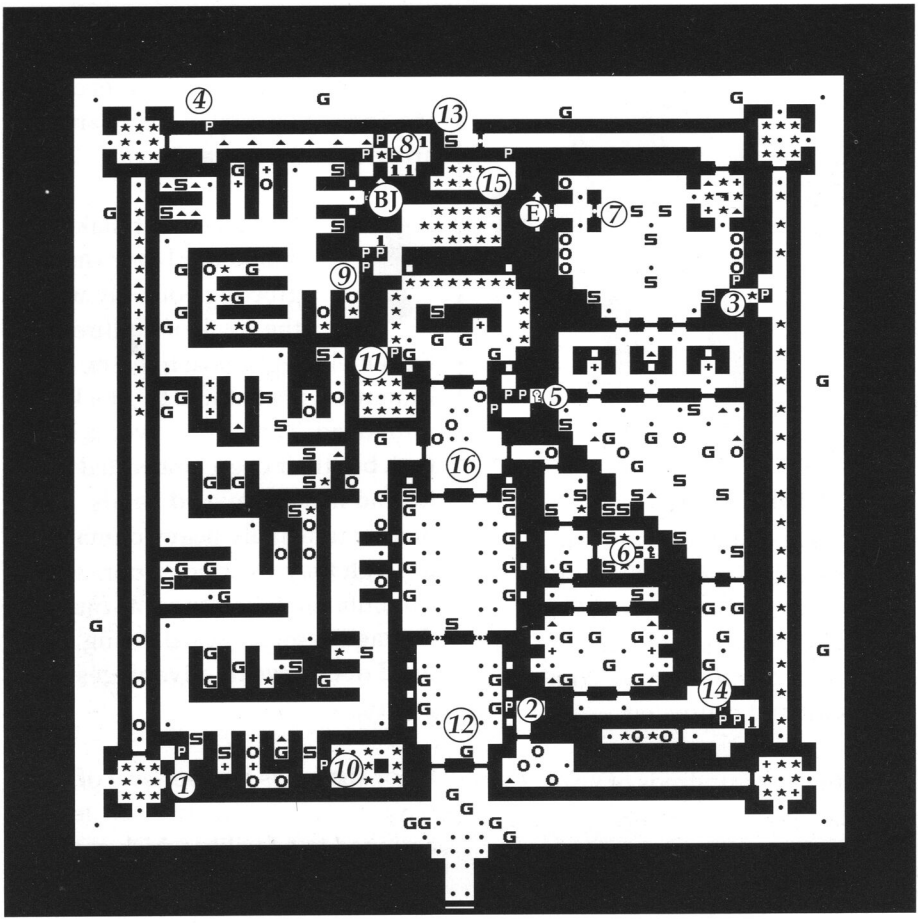
Existing for hundreds of years, the castle's past inhabitants have created numerous secret passages which now conceal treasure, ammo, and first aid. Use the passages wisely— some will enable you to sneak behind guards and deliver a surprising first strike.

The main castle is a heavily guarded beehive of activity. Once you enter, you won't spend a single second unattended by a Nazi host. The guardians of the main castle are the most dangerous you've faced. Besides SS, and Officers, Hitler's chief scientist and minister of the macabre, Dr. Schabbs has used the powers of the *Spear of Destiny* to create an army of mutant guards.

Mutants don't make a sound until they shoot, greeting you only with the crack of gunfire. Extremely aggressive fighters, Mutants will continue to attack until dead. Their fire power is limited, but their chest embedded pistol and meat cleavered hands deliver unusually heavy damage. Though they wear no armor, Mutants can take almost as much damage as an SS guard. Being dead does have its advantages during combat!

Floor sixteen is the top level of the main castle. Dr. Schabbs has been assigned to a facility which contains a more suitable lab for creating mutants. However, he's left his most prized creation to guard the Spear, the **Übermutant.**

The horrific jewel in the maniacal Dr. Schabbs' sadistic crown, the Über-Mutant is the perfect soldier with four cleaver-tipped arms and a chain-gun in its chest!



Floor 11: Castle Entrance

Lots of alcoves, secrets, and Nazis await you on this level. Four castle towers dare you to find the way in. What's that weird thing in the elevator?

Fast Path: 16, 6, 7.

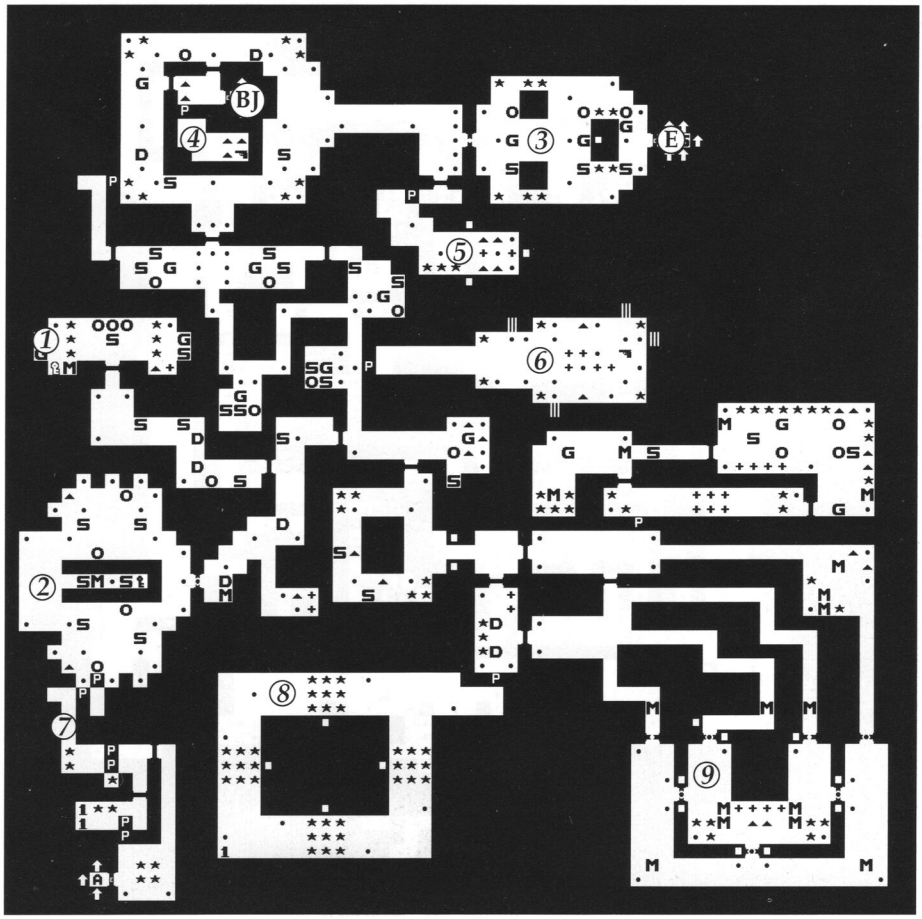
Secret Path: 9, 1, 10, 5, 11, 12, 4, 13, 2, 6, 14, 3, 7.

Awesome Ammo Stores: 4, 2, 13 *(chaingun)*, 15.

Helpful Health Caches: 2, 8 *(three 1-Ups)*, 9 *(1-Up)*, 14 *(1-Up)*,13, 15.

Titanic Treasure Troves: 1, 2, 3, 4, 8 *(three 1-Ups)*, 9 *(1-Up)*, 10, 11, 15.

Tips: *At (8), (9), and (14), be careful with pushwalls near 1-Ups!*



Floor 12: Barreling Through the Castle

Cowardly guards and SS hide behind barrels to take potshots at you as you make your way to the elevator. There's hidden fun galore!

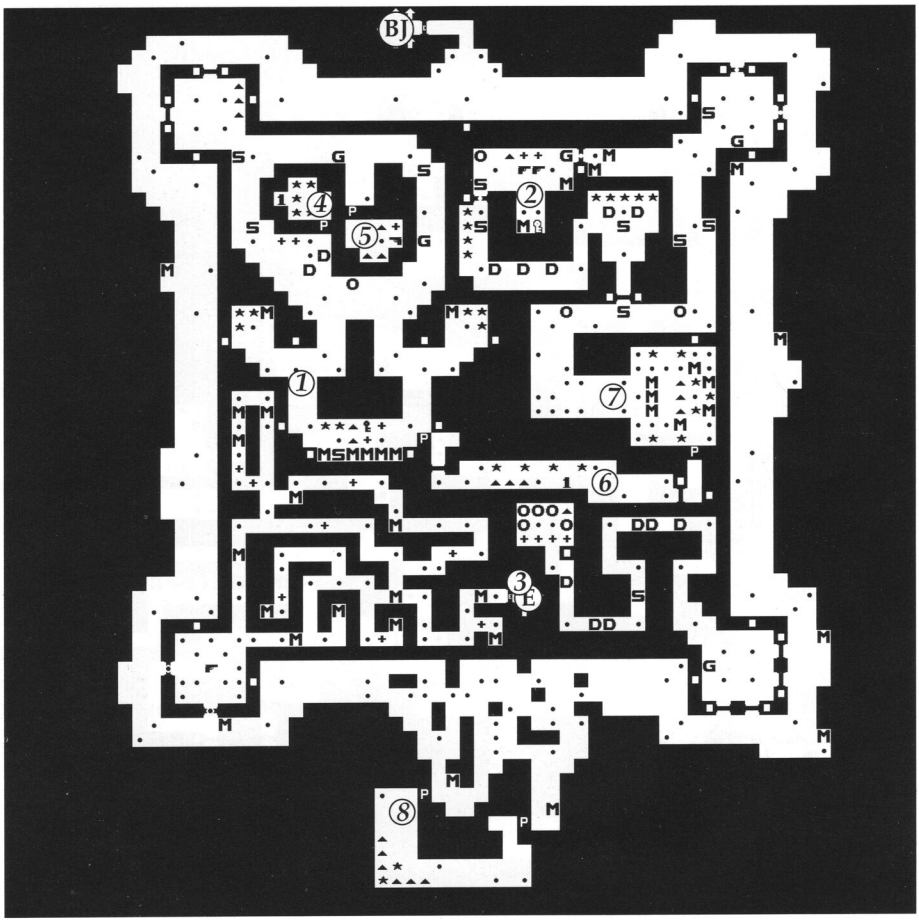
Fast Path: 1 *(silver key)*, 2 *(gold key)*, 3.

Awesome Ammo Stores: 4 *(chaingun)*, 5, 6 *(chaingun)*.

Helpful Health Caches: 5, 6, 7 *(two 1-Ups!)*, 8 *(1-Up)*, 9.

Titanic Treasure Troves: 6, 7 *(secret-level elevator)*, 8, 9.

Tips: *Seriously watch out for mutants! Run, don't walk, down the hallways where the baddies are penned in behind the barrels. You can get some revenge by sneaking up behind some of them.*



Floor 13: Castle Hassle

Locked towers and hellish hallways give you problems here.

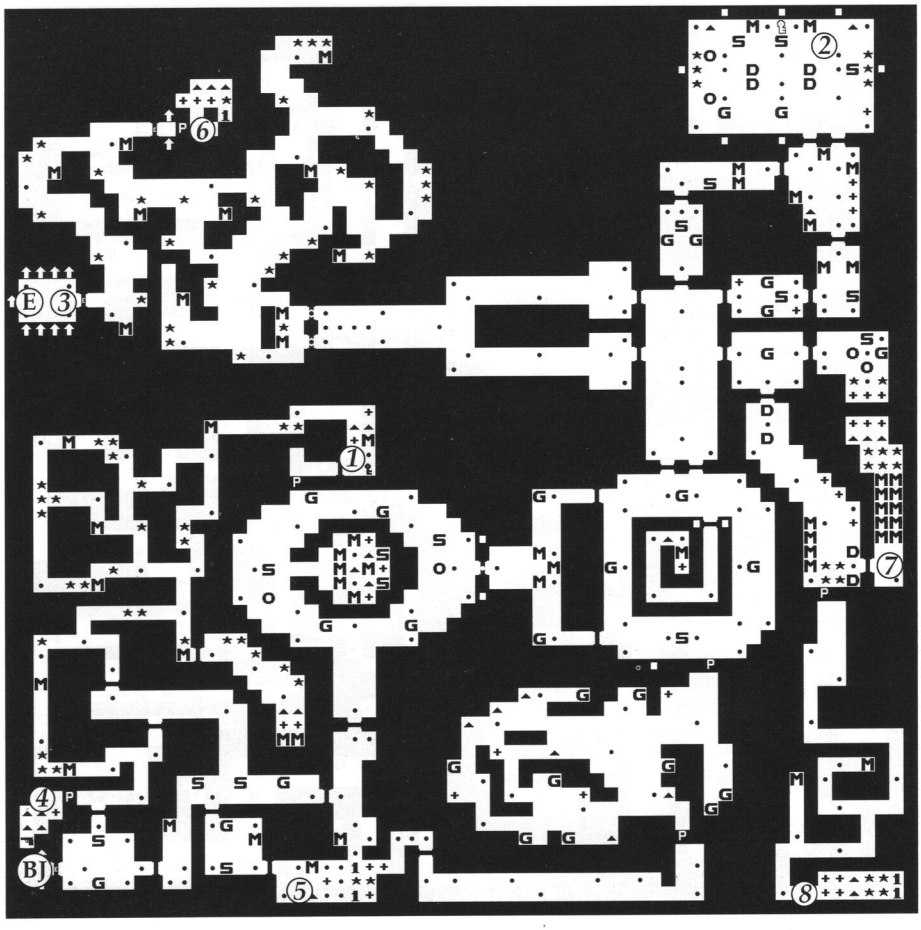
Fast Path: 1 *(gold key)*, 2 *(silver key)*, 3.

Awesome Ammo Stores: 5 *(chaingun)*, 8.

Helpful Health Caches: 2, 4 *(1-Up)*, 6 *(1-Up)*.

Titanic Treasure Troves: 4, 6, 7.

Tips: *This level is tightly packed once you get inside the areas in the four corners of the castle. The final area leading to the elevator is perhaps the most fatal as it seems to be a rampant mutant incubator.*



Floor 14: Militant Mutants

Wander your windy way through many mutant melees, wrangling wonderful 1-Ups from the dozens of dangerous denizens.

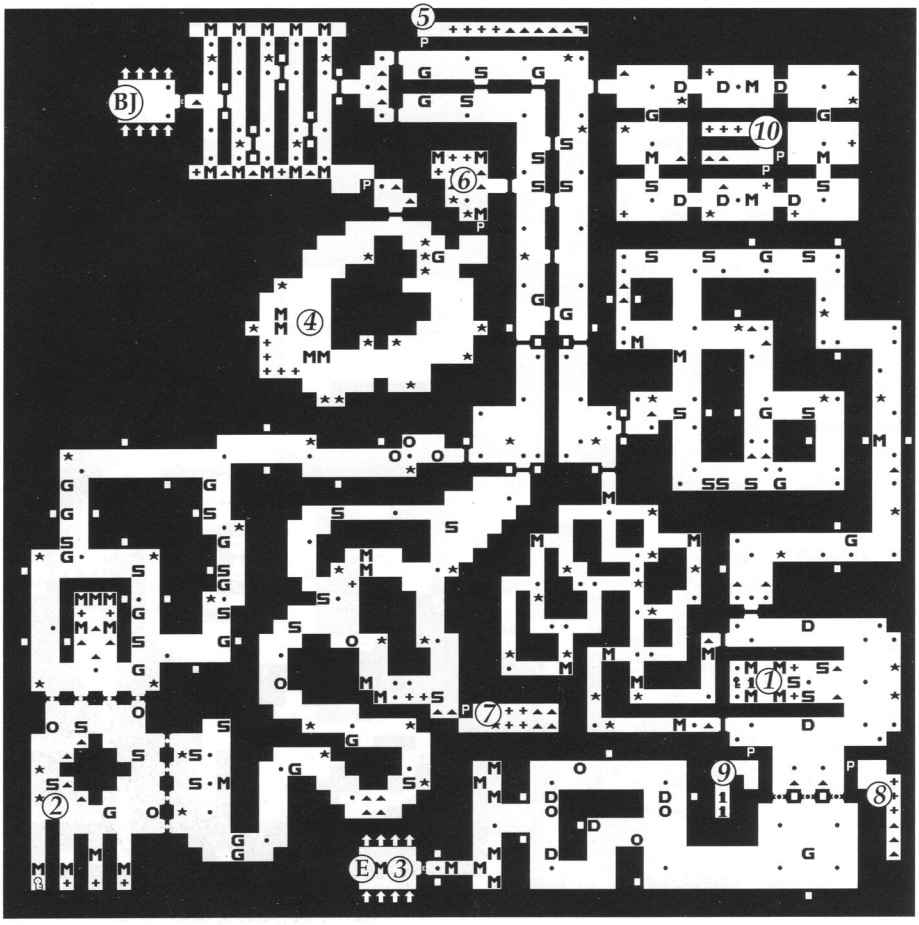
Fast Path: 1 *(gold key)*, 2 *(silver key)*, 3.

Awesome Ammo Stores: 4 *(chaingun)*, 6.

Helpful Health Caches: 5 *(two 1-Ups)*, 6 *(1-Up)*, 7, 8 *(two 1-Ups)*.

Titanic Treasure Troves: 5, 7, 8.

Tips: *Here's a good one: don't walk around in the red brick hallway at the start of the level-deathness! Take the secret way to (1), through the pushwall. Also, area (7) is Mutant City!*



Floor 15: Gauntlet Guards

Just starting this level is a major feat! After the mutant gauntlet is a huge level of horrible halls. This floor is very "mutant-rich."

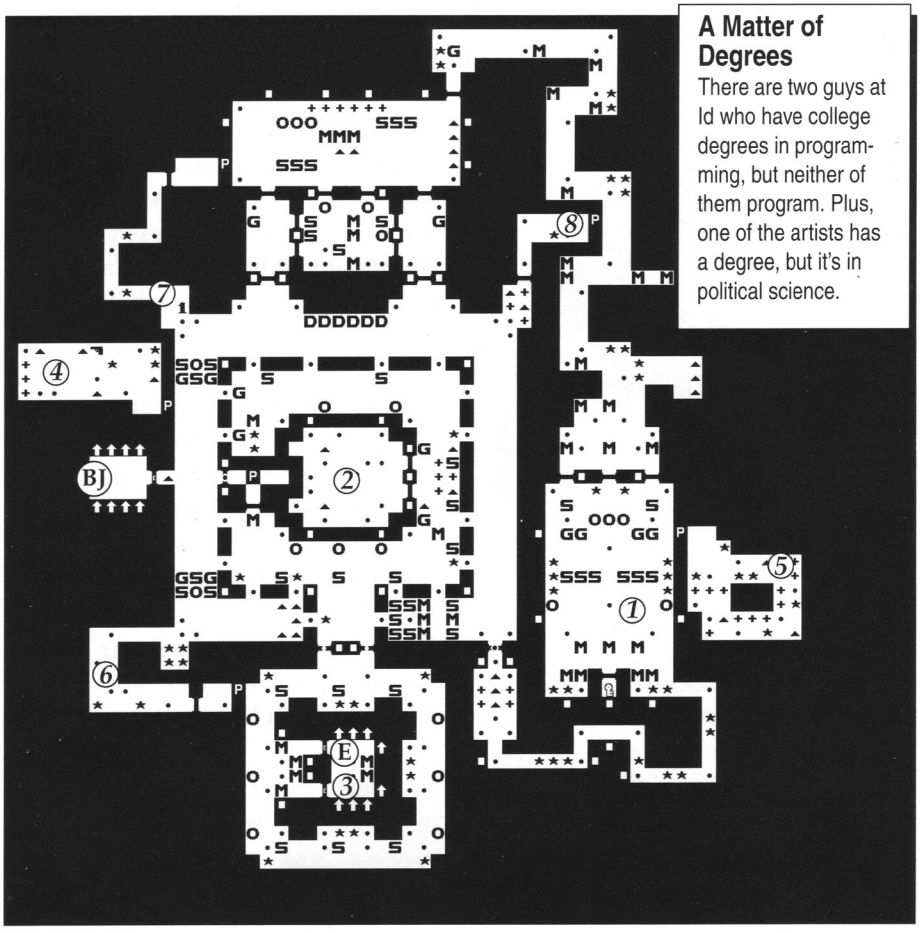
Fast Path: 1 *(gold key)*, 2 *(silver key)*, 3 *(mutant elevator)*.

Awesome Ammo Stores: 5 *(chaingun)*, 6, 7, 8, 10.

Helpful Health Caches: 2, 4, 5, 6, 7, 8, 9 *(two 1-Ups)*, 10.

Titanic Treasure Troves: 4.

Tips: *This is a massively busy level! Those mutants at the start are a royal pain, but you can get some sweet revenge by way of a couple pushwalls! Also, you can pick to go to (1) or (2) first-it doesn't matter which is first. Definitely get the chaingun first.*


A Matter of Degrees
There are two guys at Id who have college degrees in programming, but neither of them program. Plus, one of the artists has a degree, but it's in political science.
BJ
E

Floor 16: King of the Mutants

Dr. Schabbs' most horrific creation, the Übermutant, guards the way to the ramparts, along with a hundred of the toughest Nazis yet. Watch out for the big guy's chest-mounted chain gun and four cleaver-tipped arms!

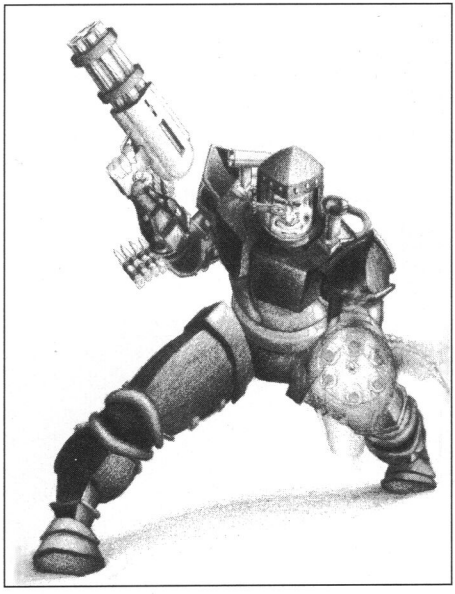
Fast Path: 1 *(silver key)*, 2 *(kill the Übermutant)*, 3.

Awesome Ammo Stores: 4 *(chaingun)*, 5, 8.

Helpful Health Caches: 4, 5, 7 *(1-Up)*, 8.

Titanic Treasure Troves: 1, 5, 6.

How to Beat the Boss: *When you finally get to the "inner-sanctum" where Mr. Uber lives, you'll probably be pretty exhausted. Take a breather before opening the door to the UberRoom and run back into the first main hallway. There you can dodge between the walls and fire upon him with the least amount of danger to you.*

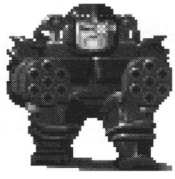


The Ramparts

You've finally made it to the upper floors of the castle, the ramparts. One of the most impenetrable castles in Europe, below these floors are solid stone walls that encompass the entire main castle area. For centuries they've effectively served as a barrier to even the most powerful armies. From a small passageway that leads to the center of the ramparts, you'll enter a tower that extends above the castle. It is there that you'll find the *Spear of Destiny*!

The ramparts have less complex floors than previous sections. However, they're heavily guarded and provide little assistance in weaponry and ammunition. Their symmetrical design makes it easy to become disoriented. Don't be relieved by their simple layout. The ramparts are crawling with Nazis, most of which are positioned for ambush. Unless you're careful, you'll be forced to face every guard on the floor before you escape!

Hidden at the top of the tower is the *Spear of Destiny*, the fuel of Hitler's invincible war machine. If you can successfully make it past the guards on the first floor, you'll take an elevator to the top of the tower. Enter with caution—guarding the entrance to the Spear's chamber is the ultimate Nazi warrior, the Death Knight.

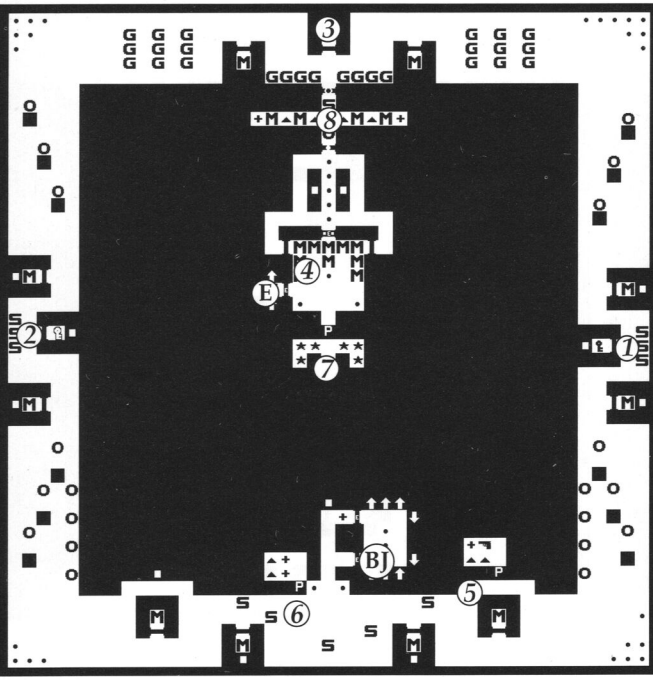


The **Death Knight** wields two chainguns and a missile launcher, making him the most deadly opponent you've faced.

Unlike previous super guards, you won't have to search for the Death Knight. As soon as you enter the final chamber, he'll be standing at the door. You may be playing on Death Incarnate, but with two chainguns and two missile launchers, this guy *is* Death Incarnate.

Engine John

The part of a program that actually gets the graphics onto the screen is "the engine." The texture-mapped engine for *Spear of Destiny* was written by John Carmack. However, he's already looking forward to his new technology for rendering holographic worlds.



The Spot!

The oldest Id employee is given the prized Hag Spot. One of great wisdom, the Hag is looked upon reverently by the rest of the Id team. Currently, the bearer of the Spot is 31 years old. His ancient knowledge of the 70's often frightens and confuses the rest of the crew!

Floor 17: The Ramparts

Dodge hundreds of bullets as you race around atop the rampart walls. It's not complex, but it's a tough trip!

Fast Path. 1, 2, 3, 4.

Secret Path. 5, 6, 1, 2, 3, 7, 4.

Awesome Ammo Stores. 5, 6, 8.

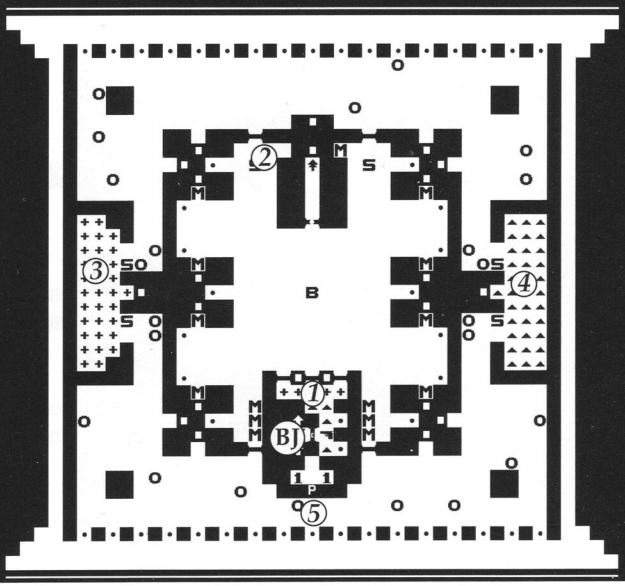
Helpful Health Caches. 5, 6, 8.

Titanic Treasure Troves. 7.

Tips: *Lure SS into the hallway, then get the chaingun at (5). Now scoop the two keys and watch out for those sneaky mutants!*

Easter Egg: The Mystery of the Hidden Id

Hidden in *Spear of Destiny*, is a secret photo of the Id guys that is too bizarre! Select Change View from the menu, size the window down and press enter. Then quickly hold down the I and D keys until you hear the weird music!



The Spark of the Spear

While working on *Wolfenstein 3-D*, our artist/layout man, Kevin Cloud, mentioned the *Spear of Destiny*, which was discussed on, of all things, *Now It Can Be Told!* Tom Hall loved the name and decided to make it the central concept of the commercial game. Later, Kevin found an old DC comic while rummaging through storage–and it was all about the Spear and Hitler!

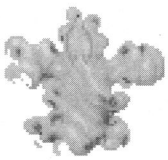
Floor 18: Guardian of the Spear

The Spear is guarded by the Death Knight, whose only job is to destroy any that attempt to attain the holy relic!

How to Beat the Boss: Get the chaingun, ammo, and health(1), the run past the Death Knight to the left (2)—there's one less mutant on this side. Get outside the Death Knight's lair, and head for healing(3) or ammo(4)–whichever you need most (probably healing at this point). Then get the 1-Ups so the attempt on the Death Knight is costless. Get rid of all of his little helpers. Now chip away at him through a doorway (his missiles will probably hit one of the sides) or around a corner.

The Final Floor: The Death Dimension

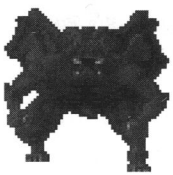
To protect the Spear, Hitler has made a blood pact with the Angel of Death, promising the souls of his Nazi soldiers. In return, Death guards the Spear for as long as Hitler is alive. If you want it, you must prove your worth by destroying this demon in Hell!



Guarding his lair are ghostly phantoms with an appetite for human flesh.

Ghost are slow, but their touch is deadly. They can be stopped with a single bullet, but in a matter of seconds they'll reappear.

The Death Dimension provides tons of assistance in ammo and health. Since you're the only one here that can die, you'll probably need every bullet you can find!



The **Angel of Death** is a big beasty with a bad attitude. And this intrusion really p***es him off!

The only way to leave this lifeless lair is to defeat the Boss. No longer in the earthly realm, this demon has no need for conventional weapons. A single blast from his gnarled claws can kill.

It's not so bad going to Hell. Think positive. If you finally end up there you'll be able to fight your way out!

The Beginnings of the End

The original ending for *Spear of Destiny* was simple. Defeat the Death Knight, enter the final chamber, touch the Spear, and the game would be over.

It was decided that this ending would be anti-climactic. So during the final weeks of the game's development, Id decided to focus its energies on creating an ending which would surprise the player. Hopefully the Death Dimension accomplishes this well.

Creative Director, Tom Hall, provides the artist with sketches of the game characters. To the left is Tom's version of the demon.

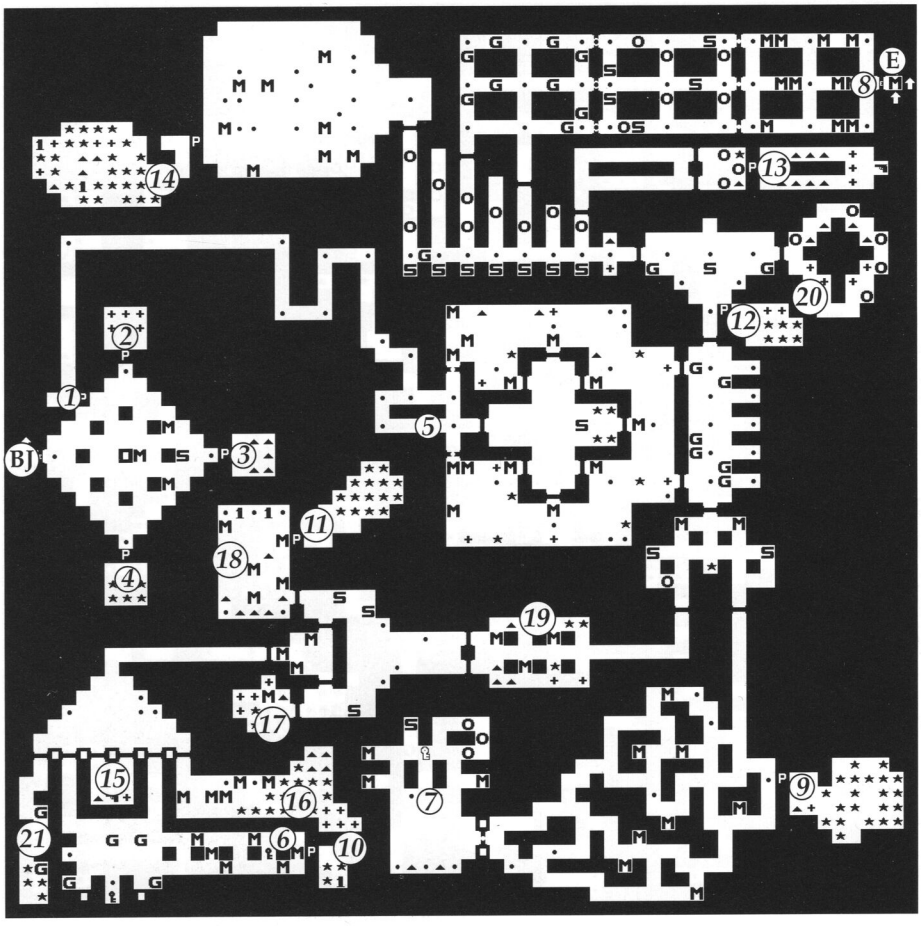
"What you know about death?" *from the artists' favorite movie.*

Floor 18, Part II: Death's Door

To earn the right to wield the Spear of Destiny, you must face the Angel of Death and his host of ghosts! Hope you're good at ducking his green spheres of holy fire!

How to Beat the Boss: Run to (1) and get the chaingun.

Shooting ghosts along the way, pick up ammo and health until you are full. Get the 1-Ups at (3) and (4) so your attempt will be free. Now head to (2). Shoot and dodge the green firesparks until the Angel of Death fires three in succession. He'll get tired for a bit. Rush him and blast right in his face. With practice, you'll get used to how long he rests. Scoop more health and bullets and go after him again.



Floor 19: Secret Tunnel Floor

There's traps and treasure here, B.J., so be careful and you can make out like a bandit! At first, it looks like there's nowhere to go, and when you do find the way, it's a mutant trap!

Fast Path. 1, 5, 6 *(gold key)*, 7*(silver key)*, 8.

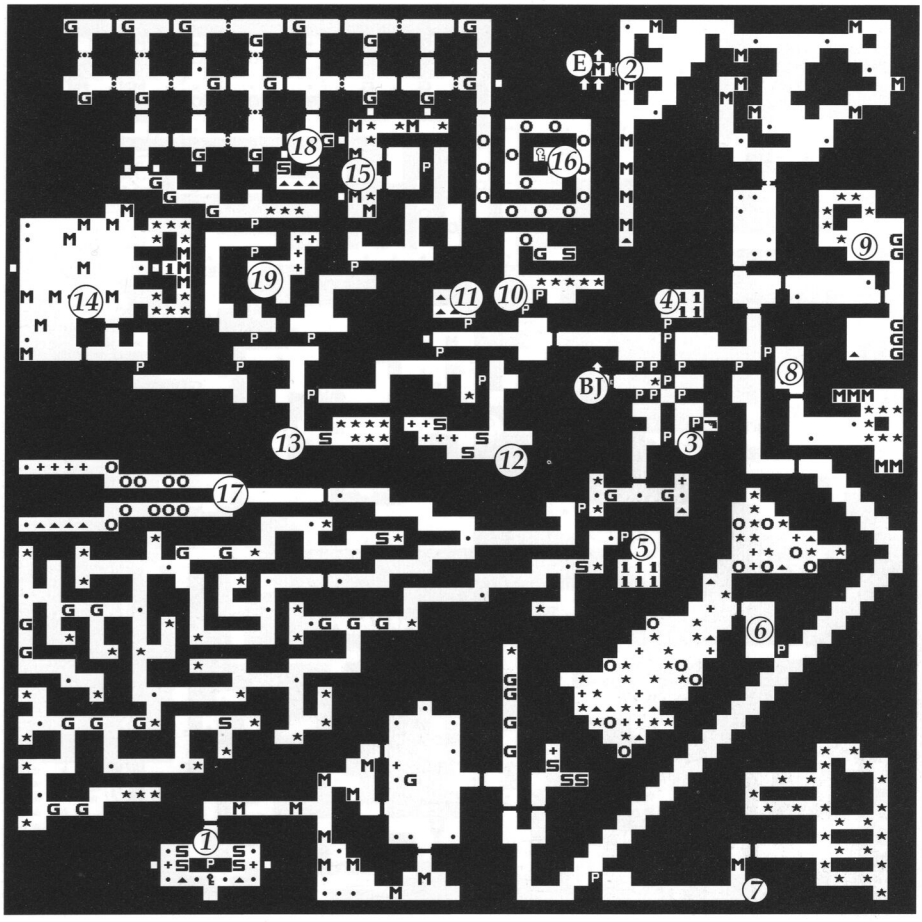
Secret Path. 3, 2, 4, 1, 5, 6 *(gold)*, 10, 11, 9, 7*(silver)*, 12, 13, 14, 8.

Awesome Ammo Stores.3, 15 *(chaingun)*, 16, 17, 18, 19, 20, 13, 14.

Helpful Health Caches. 15, 17, 18 *(two 1-Ups)*, 20, 14 *(two 1-Ups)*, 13.

Titanic Treasure Troves. 4, 17, 11, 21, 16, 10, 9, 12, 14.

Tips: *When you get to the door at (5), open the door and back up, or the mutants will silently surround you!*



Floor 20: Secret Castle Floor, or Pushwall Panic!

This large labyrinthine level has a plethora of pushwalls. Stick it out, though–there's tons of treasure and 1-Ups to be found!

Fast Path: 1, 2.

Secret Path: 3, 4, 8, 6, 7, 1, 17, 5, 10, 11, 12, 13, 14, 19, 15, 9, 2.

Awesome Ammo Stores: 3 *(chaingun)*, 6, 11, 17, 2, 18.

Helpful Health Caches: 4 *(four 1-Ups)*, 5 *(five 1-Ups)*, 12, 6, 17, 19.

Titanic Treasure Troves: 6, 7, 8, 9, 10, 14, 15.

Tips: *Be very careful at the start, as you can cover up passages and the chaingun (3), which you'll really need! Avoid the upper left locked-door maze–all you get at the end is the key for the maze!*

What are they saying?

If you have a Sound Blaster, Disney Sound Source or 100% compatible sound board, you've been hearing some German phrases that you may not be able to recognize.

Some of the phrases make sense, some of them are just jokes, but all the German language in *Spear of Destiny* is right here!

Achtung!—*Attention!*

Schutzstaffel!—*Elite Guard!*
Mein leben!—*My life!*

Spion!—*Spy!*
Nein, so was!—*Well, I never!*

Einer Sprachschnitzer!—*A Mistake!*
Es ist schade!—*What a pity!*

Ach so—*Oh, I see!*
Wenn schon!—*So what!*

Argh!

Tod ist mein leben!—*Death is my life!*
Alles ist verloren!—*All is lost!*

Prove your worth, human!
You may wield the Spear....

Id Software apologizes to German speaking people everywhere.

I'm so glad we had this time together.

Id Software greatly appreciates your purchase of *Spear of Destiny* and the *Hint Manual*. We hope that you have enjoyed playing *Spear of Destiny* as much as we have enjoyed making it for you. Look forward to seeing other exciting games from Id Software. We'll keep making them as long as you keep buying them! Isn't that a very generous offer?

Id Software is a group of programmers, designers, artists and musicians with the goal of providing cutting edge games, both in software technology and design.

Chief Operating Officer
Jay Wilbur

Software Engineers
John Carmack & John Romero

Master of the Pixel
Adrian Carmack

Creative Director
Tom Hall

Art & Manual Design
Kevin Cloud

The members of Id Software listed from the left: John Carmack, Kevin Cloud, Adrian Carmack, John Romero, Tom Hall, and Jay Wilbur.

#25-8595

Made in Canada